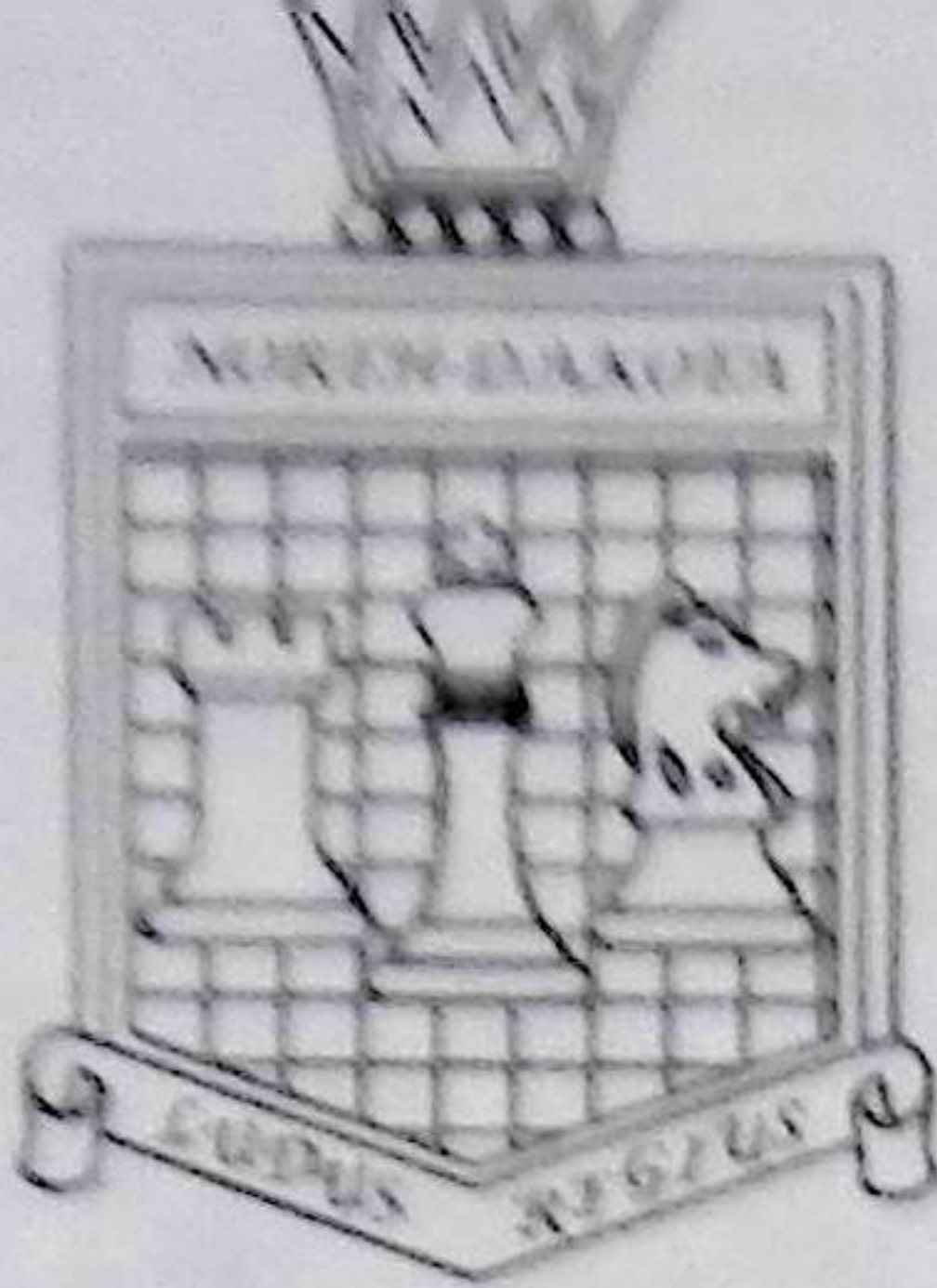




North Dakota Chess Association

Dedicated to Chess and Education

USCF Issues New Clock Rules

The USCF has recently issued new guidelines regarding the use of chess clocks in tournaments. These new standards affect what kinds of clocks are "preferred" equipment, how the tournament director handles time control situations, the "Insufficient Losing Chances" rule, and the players' responsibilities in timed games.

The USCF's rules specify three levels of preference for chess clocks:

1. Digital clocks with time delay are the most preferred type of equipment.

A digital clock (sometimes referred to as an allegro clock) is one that displays the exact number of minutes and seconds available for each player. When a player runs out of time using a digital clock, the

display will read 00:00. The time delay feature allows each player a limited number of seconds on each move before subtracting time from the player's clock. Some models of digital clocks add the time delay bonus at the end, after the player has completed his move. These clocks are also legal, but players are advised to familiarize themselves with the various types of clocks to avoid misunderstandings during play. The default time delay for USCF-rated events with sudden death time controls is five seconds per move. If the time delay feature is used with a combined time control (e.g., 40/2, Game/30), the time delay feature should be turned "ON" from the very first move of the game. Time controls without sudden death do not require the time delay feature, although there is no harm in using it.

2. Mechanical clocks are the next most preferred clock. A mechanical clock (sometimes referred to as an analog clock) is one with the traditional clock face and hands. A mechanical clock also has a device called a flag that signals when a player's time has expired. When a player runs short of time using a mechanical clock, the hands of the clock will begin to raise the player's flag. When time expires, the player's flag falls.

3. Digital clocks without the time delay are the least preferred type of

equipment.

For time controls without a sudden death component, types one and two are considered equally preferable. When players have questions about what type of clock to use for a game, they should resolve the situation by referring to the three levels of clock preferences. The player of the Black pieces has his choice of equally preferred equipment. If both players have a digital clock with time delay feature, Black's choice will prevail. The one exception: A late player (one who arrives after the round has started and his clock is running) may not insist on a substitution, even if he has a more preferred clock, so long as the original equipment meets the minimum tournament standards.

Example: Two players arrive at the board at the same time. Player A has a digital clock with time delay feature. Player B has a mechanical clock. Because Player A's clock is more preferred, he gets to use his clock for the game.

In general, tournament organizers and directors are free to modify the standard USCF clock rules to meet the needs of their local events or clubs. However, such changes should be listed in any advance publicity for the tournament and must be announced prior to the start of the first round. Players may not be penalized for following the

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standard USCF rules, unless a clear effort has been made to inform everyone about the intended change.

Examples: The standard USCF time delay setting for a sudden death time control is five seconds per move. An organizer who wishes to use a different time delay (e.g., zero seconds) is free to do so, but he or she must make an announcement about the change before the first round.

Some tournaments are run on very tight schedules, and organizers have expressed a concern that the time delay feature may delay the start of subsequent rounds. To accommodate these organizers, the USCF has authorized the following option:

5Fa. The tournament director has the right to shorten the basic time control, in minutes, by the time delay used, in seconds. Examples: clocks for Game/60 with 5-second time delay (t/d5) may be set at 55 minutes instead of 60; Game/30 t/d5 may be set at 25 minutes and still be rated as Game/30.

The USCF stresses that shortening the basic time control is an option and should be announced in advance. The default rule is not to shorten the basic time control.

Tournaments with sudden death time controls have become increasingly popular. One reason for this is that these types of events allow several games to be played in one day. However, one side effect of sudden death time controls is that a player with a winning position may find that he or she does not have sufficient time remaining to actually win the game. In some extreme cases, the player may lose on time in a grossly winning position. This situation strikes many players as unfair, because the game ought to be decided by moves made on the board. In response to this situation, the USCF created the insufficient losing chances rule:

14 H1. In a sudden death time control, a player with less than five minutes of remaining time may stop the clock and ask the director to

declare the game a draw on the grounds that the player has insufficient losing chances.

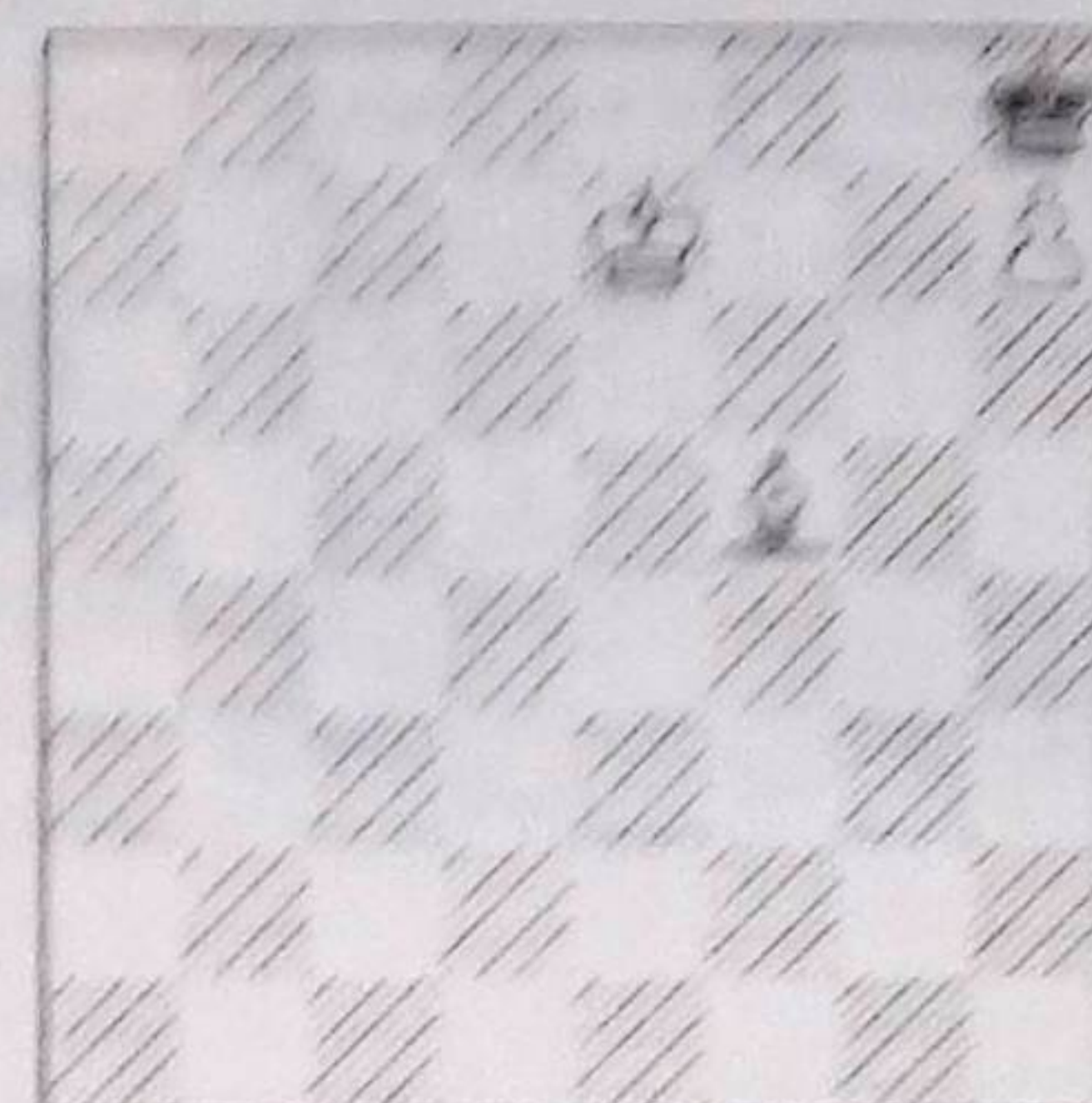
The draw shall be awarded if the director believes that a Class C player would have little chance to lose the position against a Master with both having ample time. The exact losing chances of any position cannot be calculated, but a director wishing a more precise standard may consider "little" to mean less than 10 percent.

Note that under the "insufficient losing chances" rule, the players' actual ratings are irrelevant, as is the amount of time remaining on the players' clocks. However, the player making the claim must have less than five minutes remaining. Otherwise, the game continues. Also, there is a subtle but distinct difference between insufficient losing chances and actual winning chances. A player may be winning the game but still have significant chances of losing.

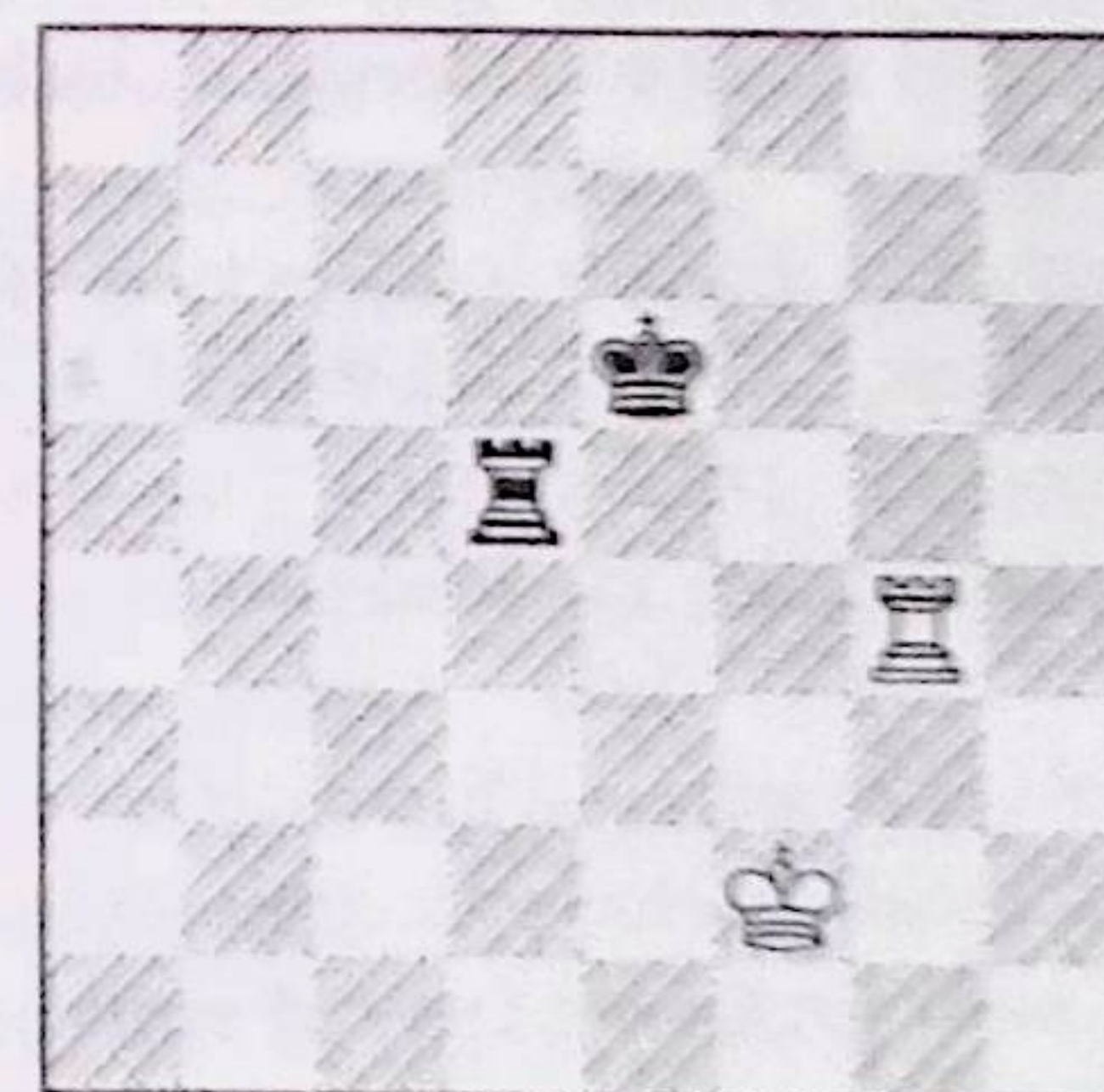
Directors have several choices under the insufficient losing chances rule. The director may decide:

1. **The claim is clearly correct**, and award a draw.
2. **The claim is clearly incorrect**, and deny the claim and subtract one minute from the claimant's remaining time.
3. **The claim is too close to call**, and ask the players to resume the game. Under this option, the director may watch the game with the intent of upholding the claim if the opponent is making no progress. A director who is watching a game after an insufficient losing chances claim may declare the game drawn even if the original claimant's flag falls.
4. **The claim is too close to call**, and instruct the claimant to make a later reclaim if the opponent is making no progress.

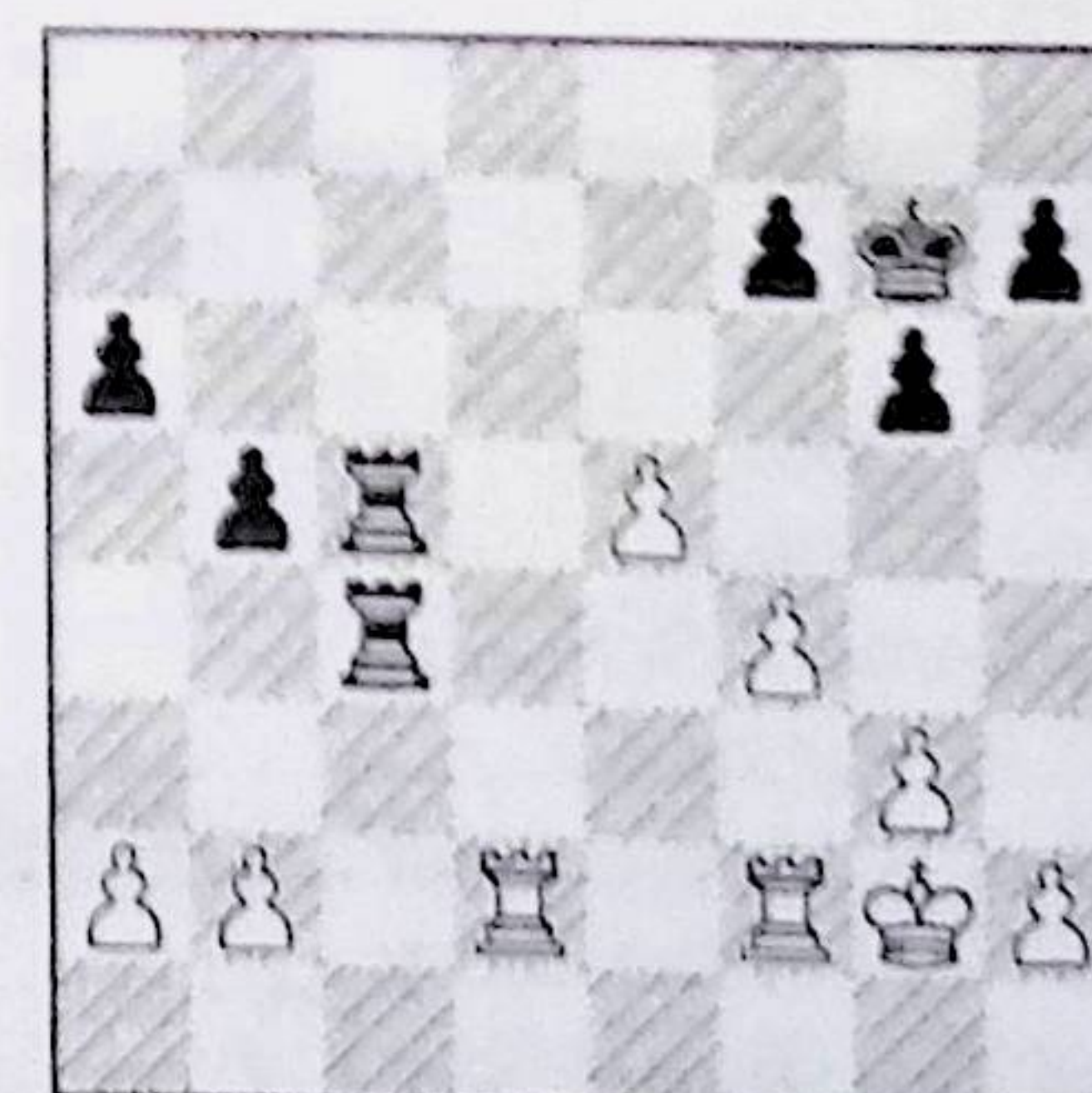
Some examples:



In this example, the weaker side (Black) claims a draw by insufficient losing chances. The claim is clearly correct, because a Class C player would draw a Master by keeping his King in the corner. The TD should award the draw.

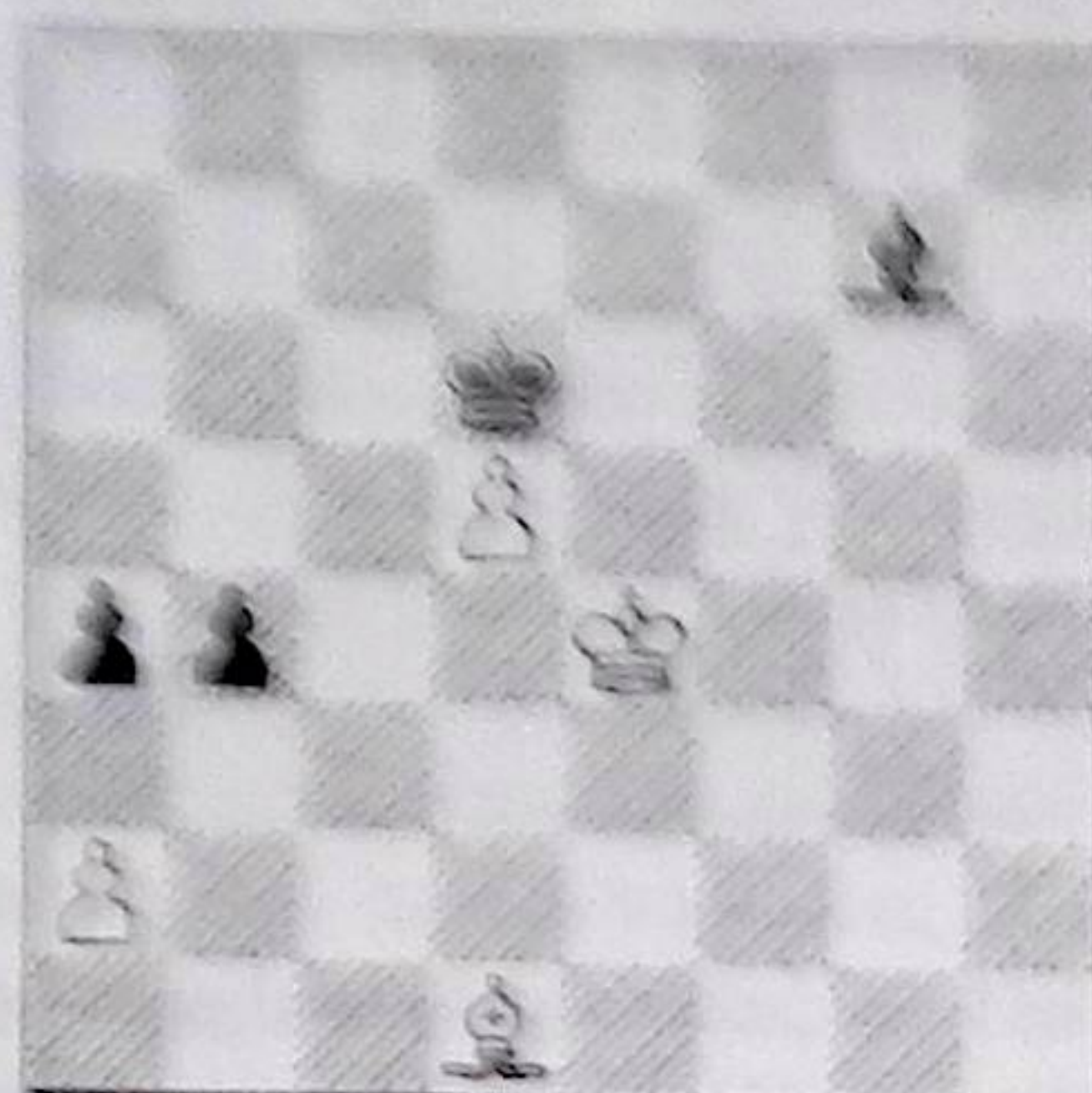


In this example, the material is even and greatly reduced. Either player may claim a draw by insufficient losing chances.



In this example, the stronger side, (White) claims a draw because he is up a pawn. However, having an advantageous position is not the same as having insufficient losing chances. A Class C player might still lose to a

Always, even at a winning ending, if several pieces are still on the board. The TD should deny the claim and subtract one minute from the player's time.



In this example, the situation is unclear. Endings with bishops of opposite colors are often drawn, but they also contain some subtle points. The best course here is for the director to temporarily deny the claim and either watch for no progress or invite a later reclaim.

A claim of insufficient losing chances is to be interpreted as a draw offer. If the opponent agrees with the claim, the game is drawn. If the opponent disagrees, the TD will decide whether the opponent has a valid claim.

In addition to the options described above, the director may, at his discretion, replace a mechanical clock with a digital clock with a delay feature. If the director chooses this option, the claimant gets half of his remaining time, up to but not exceeding one minute. The opponent's time is not adjusted. The default time delay of five seconds is used, and the game proceeds to a finish under the time delay rules. Either player may win, lose or draw the game, and the game is over by normal means or 175 moves, whichever comes first.

The information above was taken directly and/or paraphrased from the USCF publication Everything You Ever Wanted to Know About the USCF's New Clock Rules, But Were Afraid to Ask!

NDCA Dues

NDCA dues are required of all chess players residing in North Dakota that play in USCF rated tournaments. Annual membership dues are \$7 per year, or \$5 for those under age 18. Please check the membership expiration date on your newsletter mailing label! Don't miss the next issue by letting your NDCA membership expire!

Dues and material for the October 1998 newsletter should be sent to:

Brian E. Thompson
1257 North 3rd Street
Fargo, ND 58102-2726
or brianethompson@yahoo.com

Please remit by September 25, 1998 to allow time for processing.

Chess Clubs

The **ChessNuts Chess Club** meets every Friday night at the downtown Moorhead Subway from 8:00 p.m. to midnight. There are no fees or dues of any kind. Club ratings are generated based on G/15 results. For more information, contact Brian Thompson at (701) 298-0602.

Tournament Schedule

Dog Day's '98 Open - Aug. 29, 1998 at the Carnegie Regional Library, 49 7th Street W., Grafton, ND. 4-SS. EF: \$10. Registration 9:30am to 10am. Contact John Allensworth for more information at (701)352-3708.

Governor's Cup - Sept. 11-13, 1998 at the Convention Center, Sioux Falls, SD. 5-SS, 40/2, SD/1. Registration by mail or at the event, Fri., Sept. 11, 5-6:30 p.m. or Sat., Sept. 12, 7-7:30 a.m.. EF: \$35 in advance, or \$45 if postmarked after Sept. 5th. Prize fund of \$8,500

guaranteed. For more information, please see the full page ad on page 7.

1999 ND Scholastic - May 1-2, 1999 at Mandan High School, Mandan, Dakota. Details to follow in future newsletters.

1999 ND Closed - May 21-23, 1999 at the Doublewood Inn, Bismarck. Details to follow in future newsletters.

NDCA Business

As reported in the June newsletter, the NDCA officers were charged with the task of researching two issues and presenting alternative options to the membership for consideration.

The first issue concerns the format of the ND Closed, our state championship tournament. The primary focus of this discussion centers around the option of allowing out of state residents to participate or leave the ND Closed "as is" (allowing only ND residents to play).

The second issue deals with the scheduling of the annual NDCA business meeting in relation to the other events in the ND Closed. In order to encourage more members to participate, should the meeting be scheduled at a time other than what was done this year?

To date, the officers have decided to wait until you the members have a chance to express your opinion. To this end, please review the Post Mortem column in this newsletter for some of the views submitted so far.

Mike's Advice Corner

[Mike Sailer] This game was played at this years Chicago Open on round one. I was excited to get a chance of playing the movie prodigy. I managed to build up a decisive advantage. However, at my

moment of glory. I hung a piece in a completely winning position. This was an extremely painful game to lose. I do take great consolation in the fact that at no point in the game did I feel I was outplayed by my highly publicized opponent. I felt I controlled the tempo of the game from start to blunder. I was especially impressed with Josh after the game. He felt bad that I blew a wonderful opportunity by making such a silly blunder. I wish Josh the best in his quest of becoming a grandmaster. He is a really nice person with a bright future.

Chicago Open, 1998

W: Josh Waitkin 2540

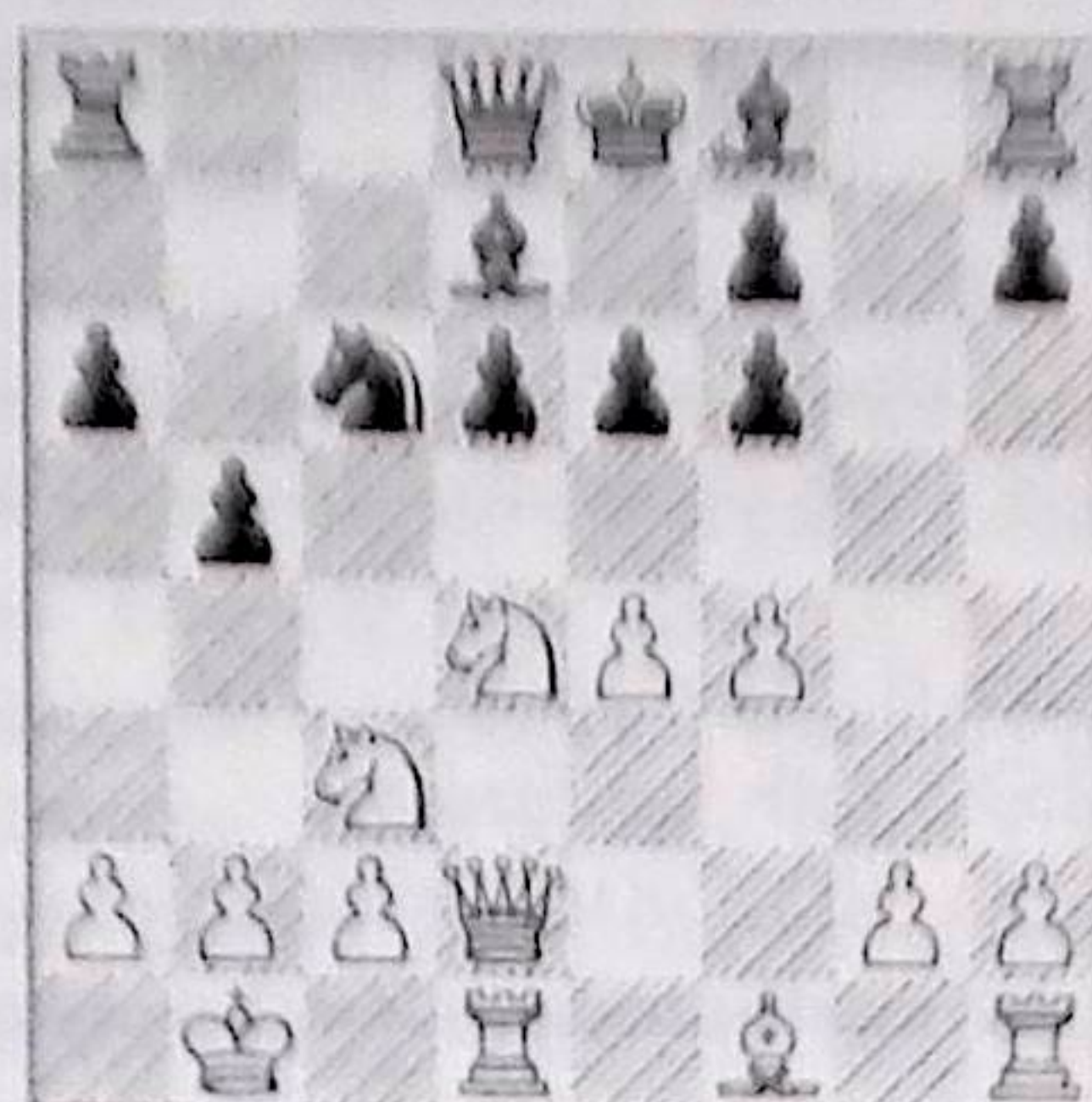
B: Mike Sailer 2220

1.e4 c5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nf6 5.Nc3 d6 6.Bg5 (By far, the most aggressive continuation for White.) e6 7.Qd2 a6 8.O-O-O Bd7 (Although Be7 seems to be a more natural move, in this variation of the Sicilian, Black needs to be extremely careful as to the development of his pieces. It is just too early to accurately determine where this piece should be developed. In many lines, the piece is developed on g7, h6, or even d6, c5, b4, depending on the placement of Black's d pawn. In the Sicilian, even one wasted move can lead to a quick defeat.) 9. f4



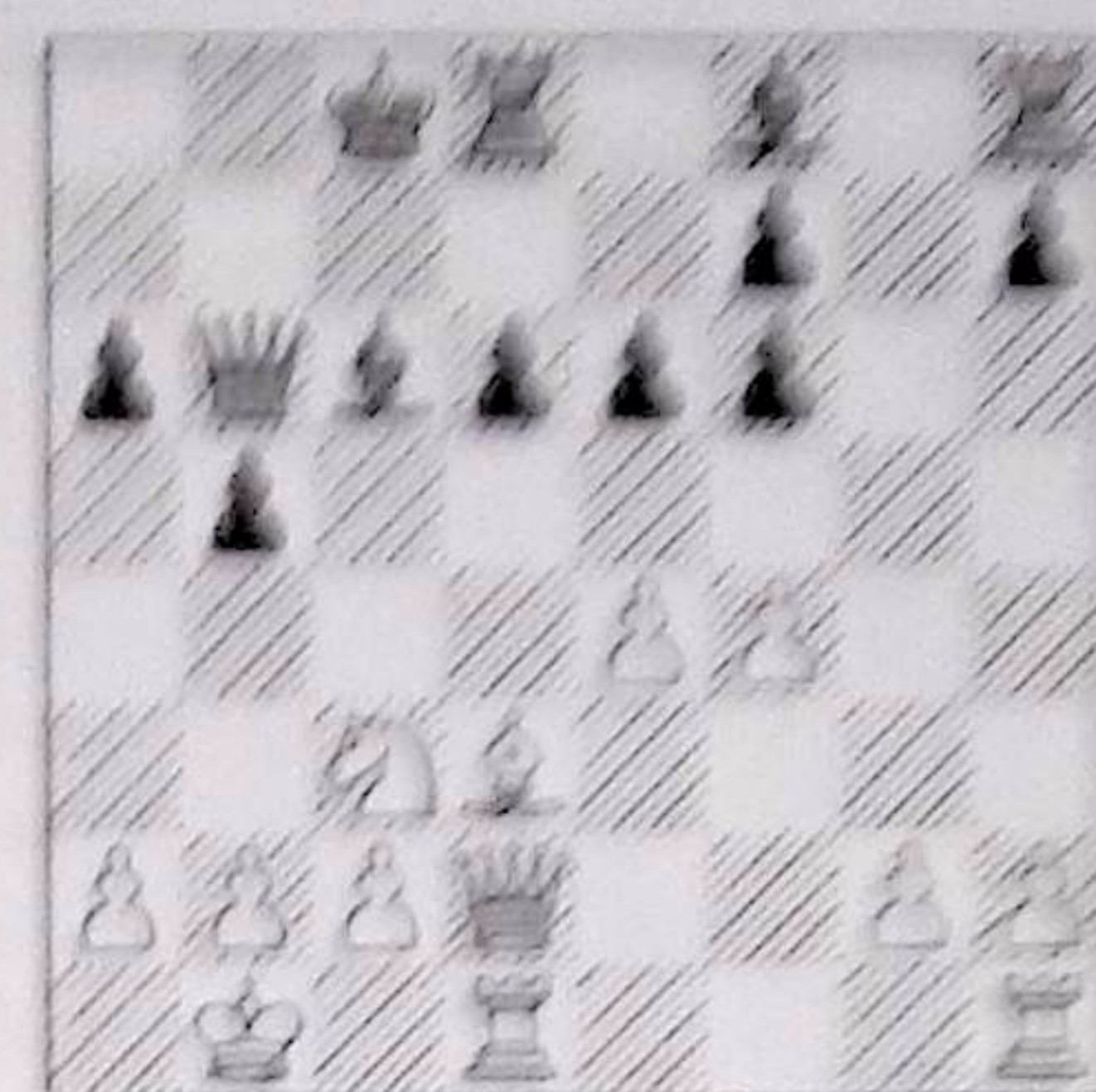
10 (This is a very provocative move that requires great knowledge of the opening in order to play successfully. There are several hundred traps for both White and Black in this line. I have been studying this particular variation for several years, and I am still only scratching the surface

to its secrets.) 10.Bxf6 gxf6 (Although Qxf6 is sometimes a possible recapture, the standard Nd5 white sacrifice can be quite devastating. After gxf6, this sacrifice is all but eliminated.) 11.Kb1



(A useful waiting move to see what Black plans on doing. Here is the current situation: White has given up the bishop pair, but has a better pawn structure and more space. Black has obtained the bishop pair, has a rock solid pawn center, and has potential for counter play on both the queenside and the kingside.) Qb6 (Black's most useful square for the queen. Now that White has traded off his dark squared bishop, it is important for Black to exert pressure on these weakened dark squares.) 12.Nxc6 (A good strategy for White is to exchange as many pieces as possible. It will be harder for Black to find adequate shelter for the king than White.) Bxc6 13.Bd3 (Although this move is considered one of the main lines, I don't see much of a future for the bishop on d3. I prefer White to eventually play g3 followed by developing the bishop on g2 or h3. As we see in the game, White never finds a good place for this bishop in the center or queenside.) O-O-O (One of the things that attracts me to this variation of the Sicilian is the great flexibility Black has in protecting his king. In many variations, it is possible to castle kingside, leave the king in the center, or castle queenside. I chose the queenside because White had already committed his king on the queenside and my experience with the variation has led me to the conclusion that this is where

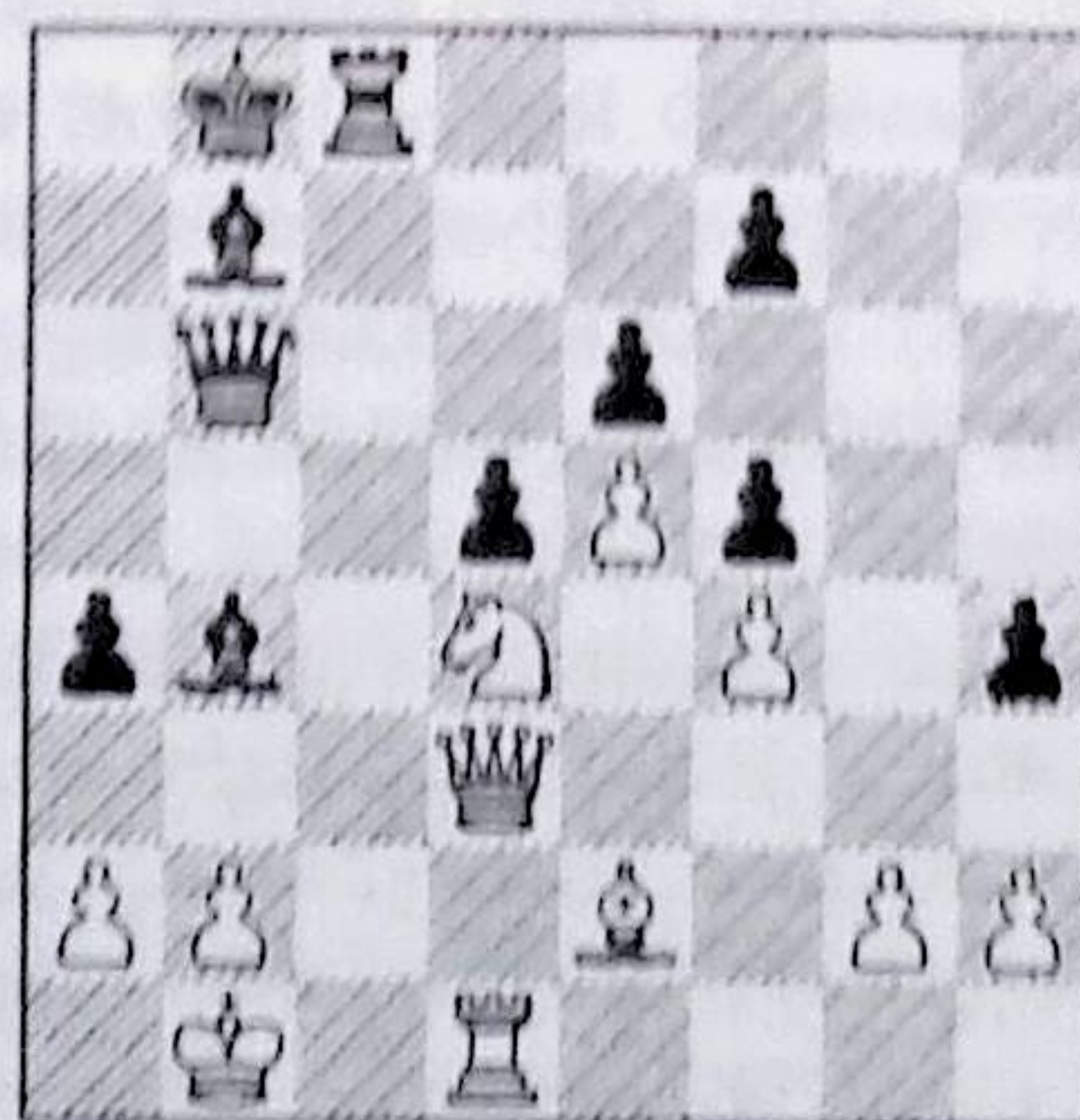
Black is least vulnerable to attack.)



14.Rhe1 (A perfectly natural move that actually is a mistake. White is placing his rooks on files that are pretty much blocked off by white minor pieces, or have no future of becoming open. The f1 square is a more logical place for this rook.) Kb8 (A useful waiting move and also clearing the c file for the future rook's deployment.) 15.Ne2 h5 (Gains space on the kingside and gaining control of the critical h6 and h5 squares. If White is ever allowed to place a piece on one of these squares, Black normally has a difficult game. I learned this the hard way against Rick Case about three years ago. I allowed Rick to plant a bishop on h5, and I nearly lost the game because of it.) 16.e3 (One should never move pawns in front of your king without a really good reason. I would harp on this move a little more, but then I took a look at the pawns in front of my king and figured I better not be too critical. All I can say is theoretical experience with this variation of the Sicilian requires Black to move the pawns in front of the king in order to gain counter play on the queenside. Theory also has concluded that White should leave his pawns alone in front of his king at almost any cost.) Be7 17.Nd4 (I wasn't too crazy about this knight maneuver. Although the knight is better placed on d4 than e3, I don't feel it was worth 2 moves to reposition the piece. White has lost his first move initiative.) Bb7 18.Be2 (Once again, I don't see the usefulness of Josh using two moves in order to place his bishop on e2. I can't see any future variations in which

the bishop will be useful on this square. As we see later in the game, Josh eventually moves this bishop to the kingside anyway and his pawn move to e3 nearly costs him the game.) d5 (Whenever Black can play this move without compromising the position, it almost always guarantees an easy game. This is the reason why White shouldn't have been in such a hurry to reposition his e3 knight.) 19.e5 (It is hard to criticize this move because it is better than exd5, but it is still an awful move to have to play. In this variation, White's main trump involves attacking Black's inflexible central pawns. White needs to create weaknesses in Black's central pawn formation and attack those weaknesses with his rooks. Now Black has obtained a position in which he has the advantage on both the kingside and queenside. White is now unable to take advantage of Black's center due to this part of the board being closed. Notice how Black's game pretty much plays itself out for the next 15 moves.) f5 (obviously closing the center even more.) 20.Re3 Rdg8 (Black has two really good plans at his disposal. Both kingside and queenside attacks look promising to Black. I came to the conclusion that I would first take a crack on the kingside. The queenside attack will always be there and all it will take is to swing my rooks over to the e file. I liked the idea of placing rooks on the g and h file while I push the h pawn up the board. I compared it to a Benko Gambit without gambiting a pawn and without White having any counter play in the center. My strategy was to either break through on the kingside, or tie up some of White's pieces defending this attack.) 21.Rf1 Rg7 (Maybe not the most accurate move. I wanted to create the possibility of doubling rooks on either the h or g file. I never was able to find a good situation to double on either file.) 22.Bd1 h4 (Both gaining space on the kingside and removing the pawn from a dark square. Now it will be difficult for White to win this pawn.) 23.Bf3 (This appears to be a nice square for the

bishop, and it probably is the best square, however, it took White four moves to get it here. Notice how the bishop went from d3-e2-d1-f3, not to mention moving the pawn to e3 in order to move the bishop to e2. Perhaps I shouldn't be so critical of Josh's play since he did end up winning the tournament, but to this day, I don't see the point of these moves.) a5 (Now that White has tied up some pieces defending the kingside, the time is ripe for a queenside onslaught. I was very pleased with my game at this point.) 24.Re1 Re8 25.Re2 Be5 (Activating one of my pieces that up until now hasn't done all that much.) 26.Re1 b4 (Taking advantage of White's e3 pawn move. Now Black opens up the queenside. Even though Black is moving pawns in front of the king, White has no way of attacking the king. This is mainly due to the closed center.) 27.Rd1 (Is it my imagination, or are the majority of these rook maneuvers pointless and a waste of time? I shouldn't be too critical. It is difficult to find useful moves for White. He basically has to defend his position and watch for counterattacking chances.) Rgg8 28.cxb4 Bxb4 29.Qc3 Rxc2 30.Kxc2 (You know things have gone wrong when you are forced to recapture a piece with your king on an open file with nearly all the pieces still on the board.) Re8+ (Bringing in the last of the reserves for the attack.) 31.Kb1 Be5 32.Qd2 a4 33.Be2 Bb4 34.Qd3 (Attempting to trade queens and relieve some of Black's pressure.)



Re4! (This move should win. Black now

has White's army completely tied up. White has no constructive moves left.) 35.Ka1 Be3??? (What can I say, I had been looking at this move for quite some time and I didn't notice that Josh's last move's sole purpose was to defended the threat. I have several winning moves, perhaps the strongest being 35. ... a3!! In my defense, I had about 3 minutes left and I was a little nervous at the opportunity to beat the prodigy. However, this is no excuse for making such a careless move. Definitely a painful lesson in moving too quickly.) 36.bxc3 Qa5 (The rest of the moves were extremely painful to play, but Josh had only a minute or so to make his moves as well.) 37.Re1 Ka8 38.Qd2 Re8 39.Qb2 Rb8 40.Rb1 a3 41.Qb3 1-0

The Rest of the Story

[John Leitel] Do you remember this "Mate in Two" position which appeared in the June issue?



Well, even if you do remember it, I can go you one better: I remember the game itself! It was played in my hometown of Omaha, Nebraska, back in 1948.

No, I'm not quite that old! But I remember the game still being discussed when I came onto the Omaha chess scene some years after that. It made quite an impression because of the

a bit at a rather early age. He moved to Kansas City and began to play a lot of bridge instead. I know he was still living there a few years back - and probably still playing bridge. So if he hasn't Reached the Eighth Rank yet, he must be right around 70 by now.

Here's the full score of that game so you can see for yourself just how people manage to get into such things!

Omaha City Championship, 1948

W: Magee

B: Holland

1.e4 e6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7
5.Bd3 c5 6.c3 c4 7.Be2 Be7 8.Ne2 Nf8
9.Nf3 b5 10.a3 Ne6 11.O-O a5 12.Nf4
Bd7 13.Nh5 Rg8 14.Re1 b4 15.ab ab
16.Rxa8 Qxa8 17.Bg5 b3 18.Bb1 g6
19.Bxe7 Kxe7 20.Nf6 Rg7? (20...Rh8
is a must.) 21.Qd2



21...g5!? (Or 22.Qh6 wins the rook.)
22.Nxg5 Ng6 23.h4 Nxh4 24.Qf4 Ng6
25.Bxg6 hg 26.Ng4 Qh8 27.Re3 Qa8
28.Qf6+ Kf8 29.Rh3 Ne7 30.Rh8+

of any you can bring off something like that too!

Featured Games

1998 North Dakota Closed

May 31, 1998 - round 6

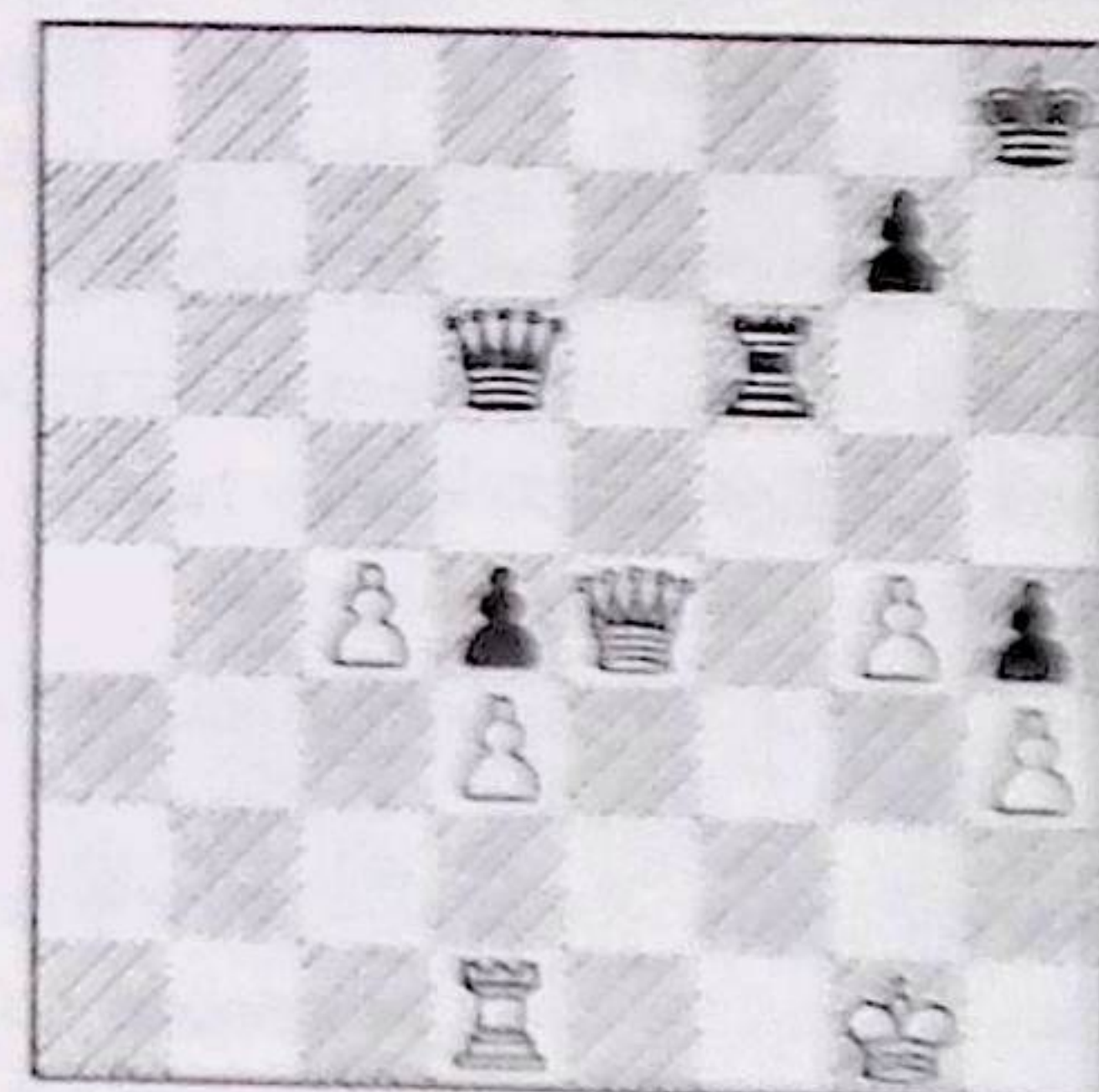
W: Charles Haugvedt

B: John Allensworth

[notes by J. Allensworth]

1.d4 d5 2.Nf3 Nf6 3.e3 Bg4 4.Bd3 e6
5.Nbd2 Nbd7 6.c3 c5 7.O-O cxd4
8.exd4 Be7 9.Re1 O-O 10.Qc2 Bxf3
11.Nxf3 g6 12.Ne5 Nxe5 13.dxe5 Nd7
14.Bh6 Re8 15.Re3 Bg5 16.Bxg5
Qxg5 17.Rae1 Rac8 18.Rg3 Qh6
19.Ree3 Qg7 20.f4 d4 21.Ref3 Nb6
22.f5 exf5 23.Bxf5 Rc7 24.e6 Kh8
25.exf7 Rxf7 26.Qf2 Rfe7 27.h4 (Fritz
recommends Re2 for Black with a 1.28
pawn advantage for Black.) 27...Re2
28.Qxd4 Qxd4+ 29.exd4 gxf5 30.Rxf5
R2e7 31.d5 Rg7 32.Rd3 (Fritz
recommends 32...Rd8 or 32...Rd7 with
nearly a 2 pawn advantage for Black.
Instead...) 32...Re2 33.d6 Rg7xg2+
34.Kf1 Rh2 35.d7 Nxd7 36.Rxd7 Re8
(White is winning with a 2 pawn
advantage according to Fritz.) 37.Rxb7
Re2 38.Kg1 Rd2 39.Rf2 Rg8+ 40.Kf1
Rd1+ 41.Ke2 Rh1 42.Rxa7 Rxb4
43.a4 Rg7 44.Rxg7 Kxg7 45.b3 Bh4 (I
quit recording moves at this point.
White went on to win. Clearly Black
threw away a win by letting the white
pawn move to d2 without sufficient
defense to stop it.) (1-0)

29.Bxf5 Rxf5 30.f3 Rf6 31.a4 Rf6
32.Qg2 Qd7 33.b5 h5 34.Kh1 h4
35.g4 cxb5 36.axb5 Rh6 37.h3 Qe7
38.Rf2 R5g6 39.Qf1 a6 40.bxa6 Rxa6
41.f4 Qb7+ 42.Kh2 ef 43.Rxf4 Qe7
44.Kg1 Rhf6 45.Rxf6 Rxf6 46.Qg2
Qe7 47.Qe4 Qd6



48.Rf1 Qg3+ 49.Qg2 Rxf1+ 50.Kxf1
Qxd3+ 51.Qe2 Qxh3+ 52.Qg2 Qxg2+
53.Kxg2 d3 54.White resigns (0-1)

1994 Golden Knights - Semi Finals

07/02/1996 - 06/03/1998

W: Brian Thompson

B: Jeffrey Findler

1.d4 f5 2.Nf3 Nf6 3.Bf4 g6 4.h4 Bg7
5.h5?! Nxh5 6. Rxh5 gxh5 7.e3 O-O
8.Bd3 e6 9.Nbd2 d5 10.Ne5 Qe8
11.Qf3 Kh8 12.Qg3 c6 13.Ndf3 Nd7
14.O-O-O Nf6 15.Rh1 Bd7 16.Rh4
Qe7 17.Bg5 Be8 18.Qh2 Bg6 19.g4!
Qe8 20.gxh5 Nxh5 21.Bf4 Nxf4
22.Qxf4 Rf6 23.Qh2 h6?! 24.Rxh6+
Kg8 25.Rh3 Kf8 26.Ng5 Ke7 27.Rg3
Rd8 28.Qg2 Kd6? 29.Nxg6! Rxxg6
30.Nf7+ Qxf7 31.Rxg6 Bf6 32.e4 Ke7
33.Rh6 Rg8 34.Qh2+ Ke8 35.b4 a6
36.a3 Qe7 37.Kb2 Qf7 38.cxd5 cxd5

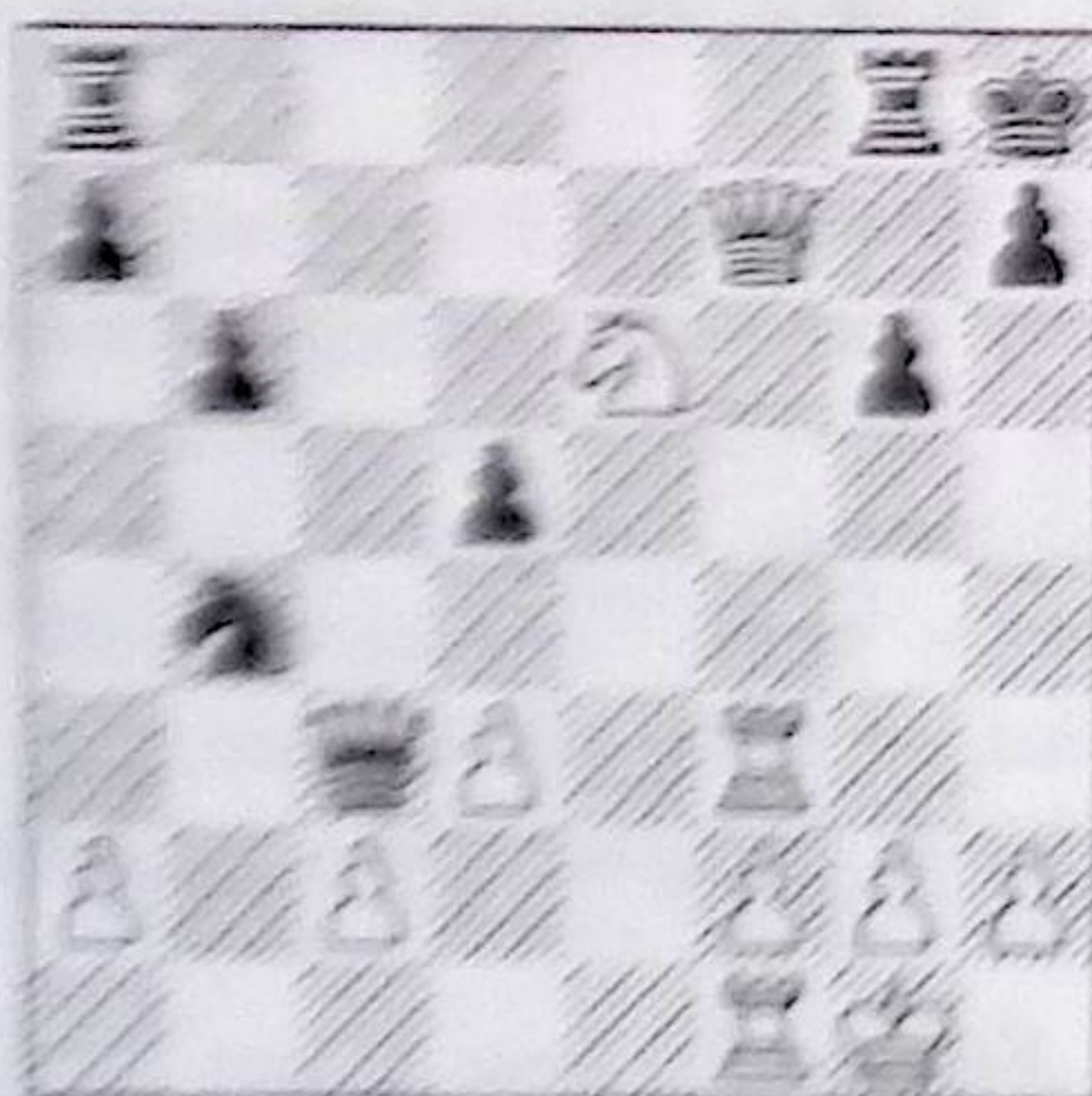
39.Qh3 Kb8 40.Kb3 Rf8? 41.Rh7 Qe8
42.Qh2+ Ka7 43.Qc7 Qb8 44.Qc5+
Ka8



45.Ra6! Black resigns. (1-0) A possible continuation would have been: 46.Rc8 46.Qa5 Qa7 47.Bxb7+ Kb8 48.Qa7 Kc8 49.Bxc8+ winning.)

Tactics Teasers

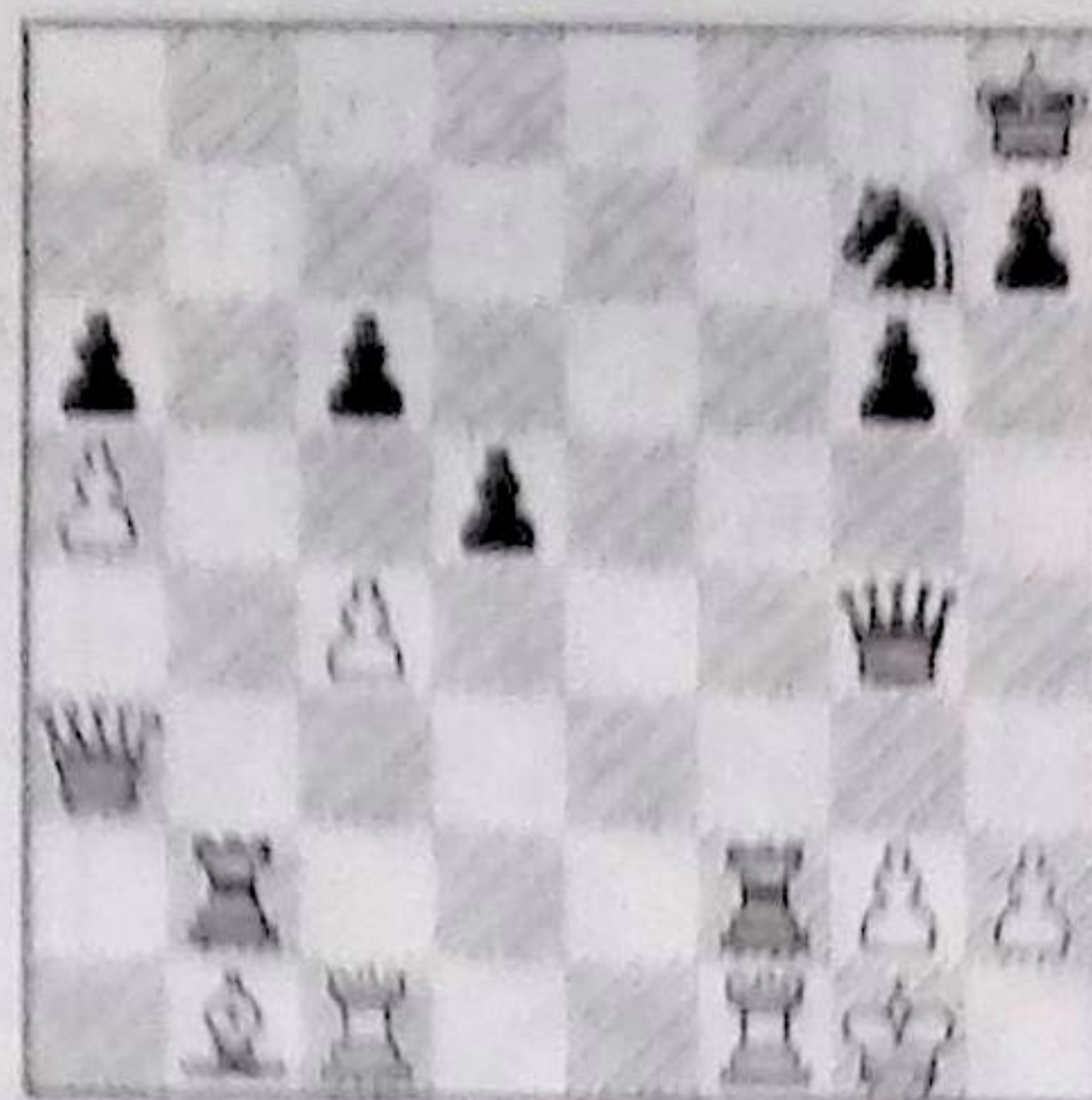
In the following positions, can you find the best move?



A) White to play, and mate in 2.



B) White to play, and mate in 2.



C) White to play, and mate in 2.

Answers to Tactics Teasers:

A) 1.Qxh7+ Kxh7 2.Rh3++

B) 1.Nc5+ Ke8 2.Rf8++

C) 1.Qf8+ Rxf8 2.Rxf8++

Internet Chess: Featured Site

[Brian Thompson] Our featured Internet site this issue has a very long and unwieldy address. It is:
www.cs.ruu.nl/people/hansb/d.chessvar/d.font/index.html

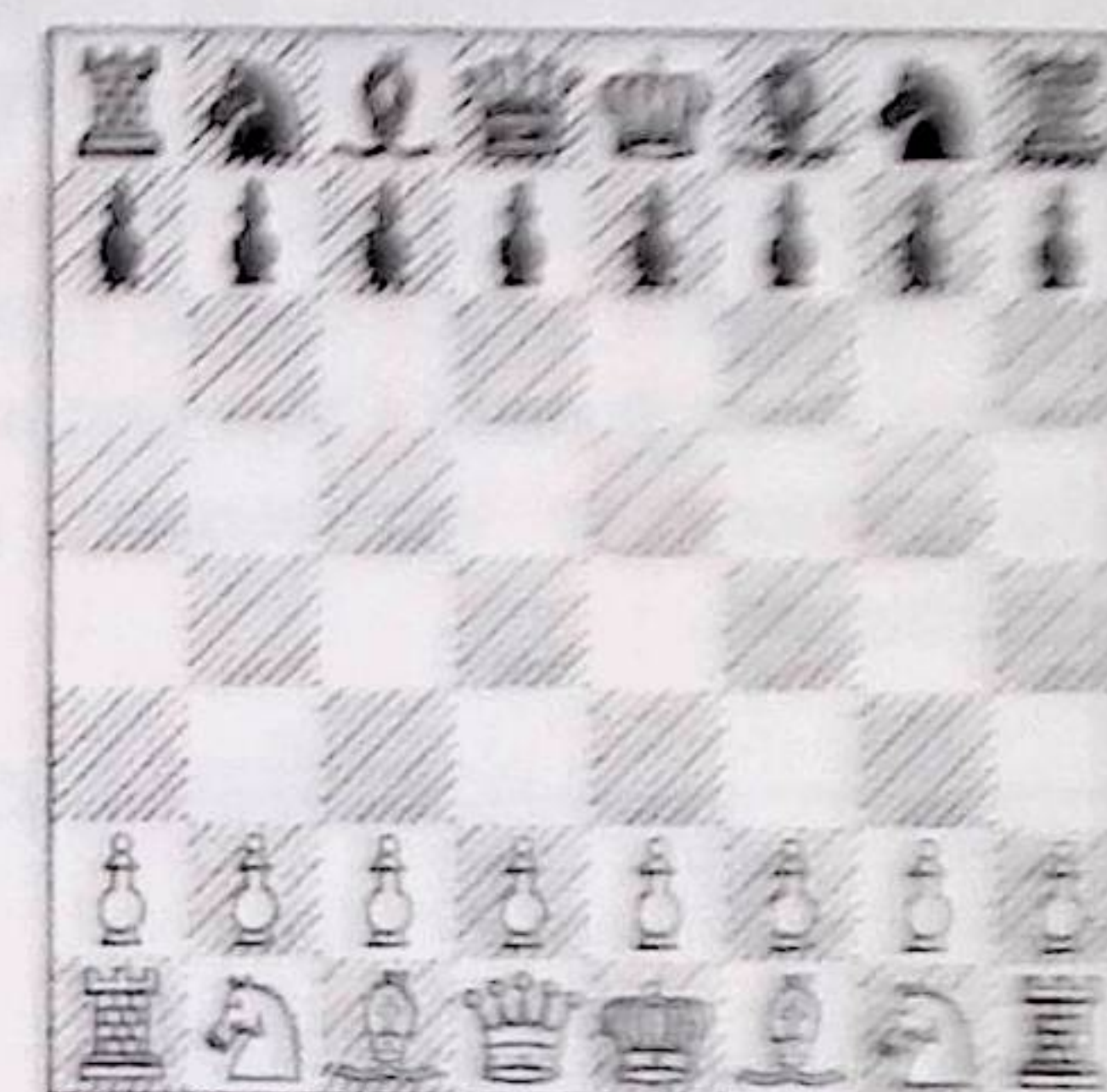
This should all be typed as one long address in your web browser address field. What you will find on this site are free chess fonts, like the one used in this newsletter for printing chess diagrams.

The fonts are easy to download and install in a Windows based system. Generally the fonts are stored in a compressed file along with a sample document using the font to demonstrate how to use it. After downloading the compressed file, you will need to decompress it (i.e. Winzip) and then install the font in your Windows font directory. See the Windows Help file for specific instructions on how this is done if you are unfamiliar with the process.

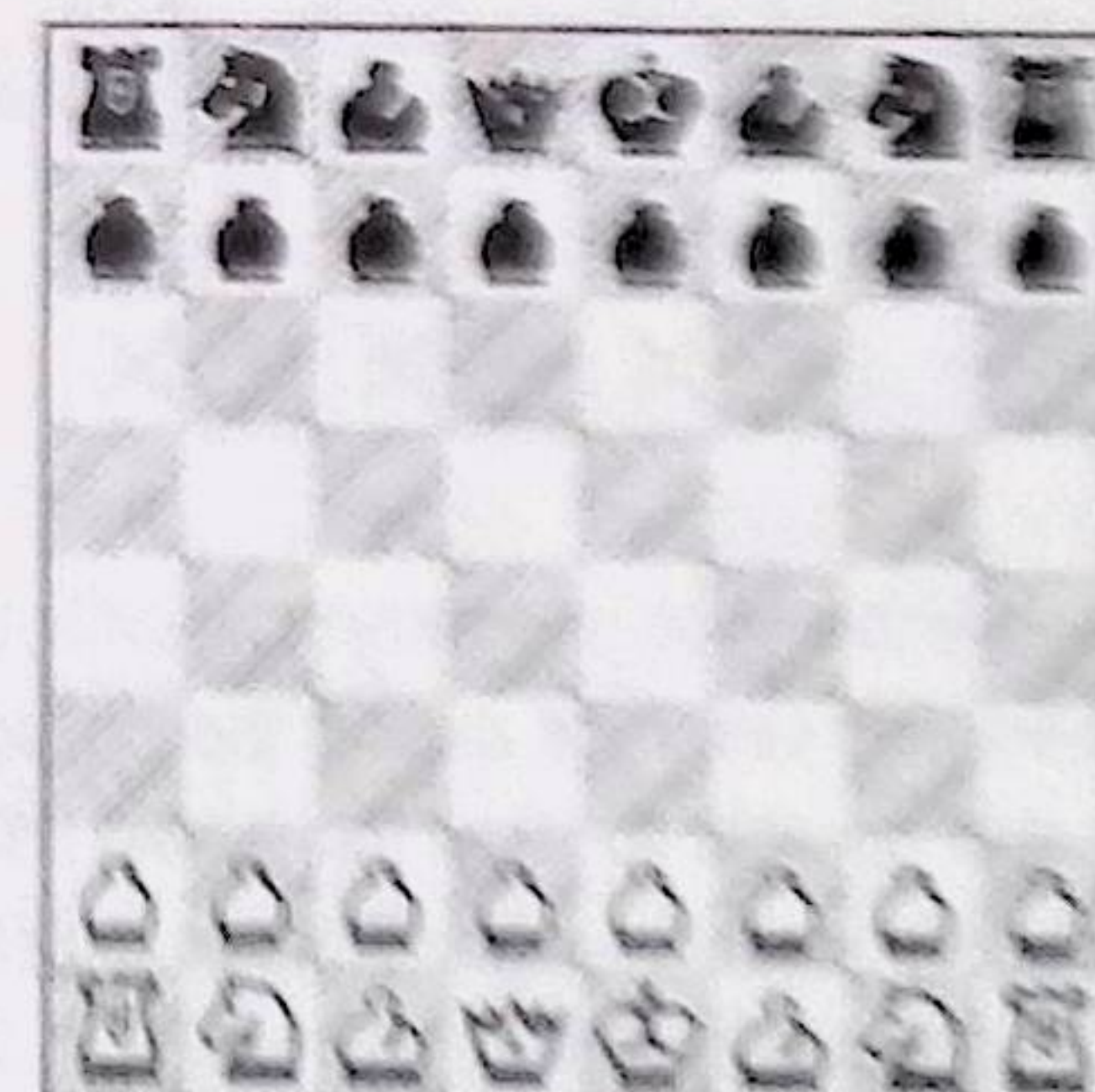
The "Chess Merida" font was used to construct the diagrams in this newsletter. Some samples of other available fonts follow:



Chess Leipzig



Chess Kingdom

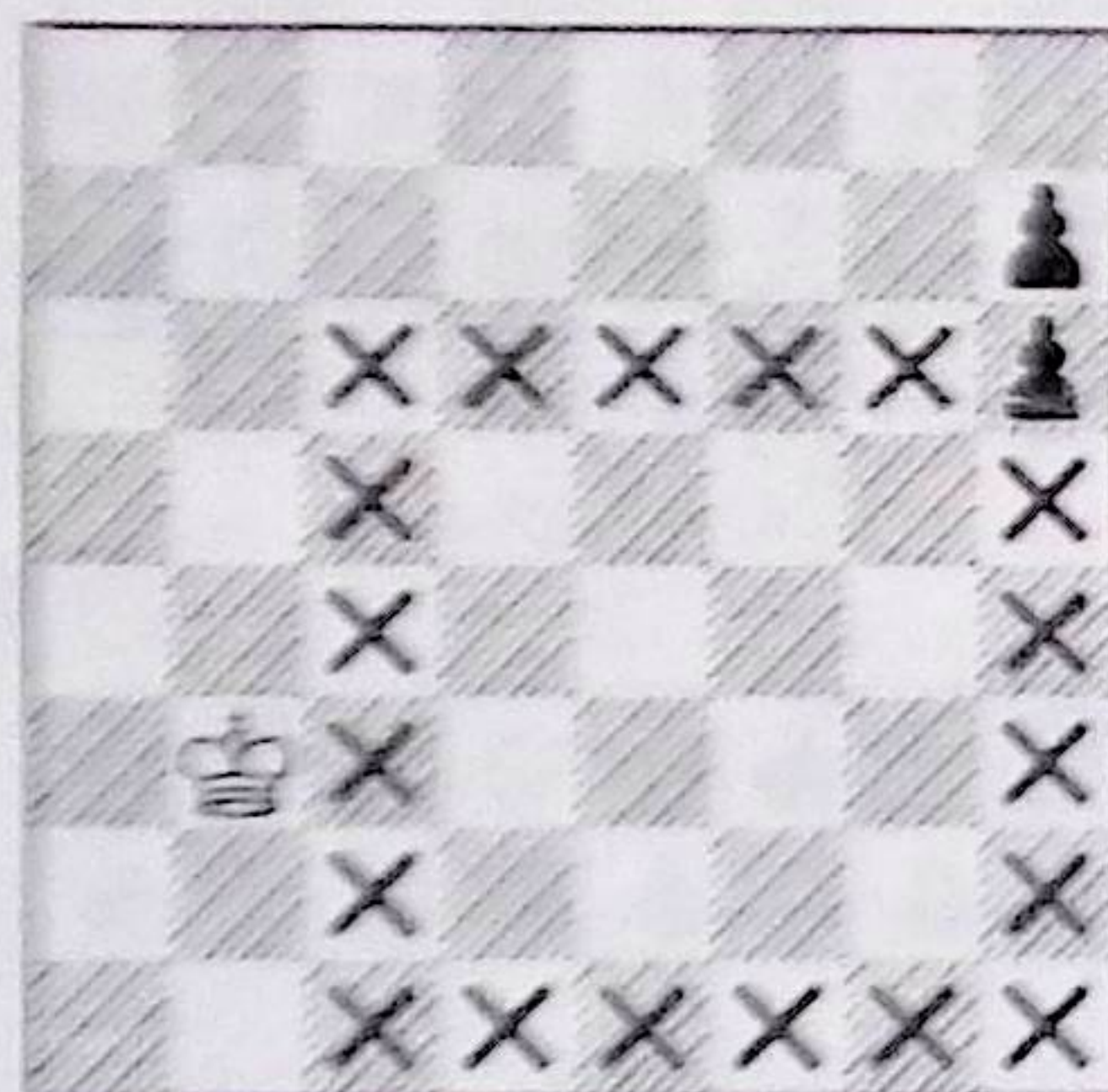


Chess Motif

There are literally dozens of different chess fonts on this site. I hope you have as much fun with them as I have had!

End Game Analysis

[Brian Thompson] Have you ever had to "calculate" the result of a king vs. pawn race to see if your king could stop the pawn? There is a simple method of determining that result without calculation, known as finding the "square of the pawn". The square of the pawn is an area on the board that the opposing king must be able to step into in order to stop the pawn from reaching its eighth rank. The "square of the pawn" may be found by drawing a diagonal line from the pawn's position to its eighth rank. The squares at each end of this line are opposite corners in the square, as illustrated below:

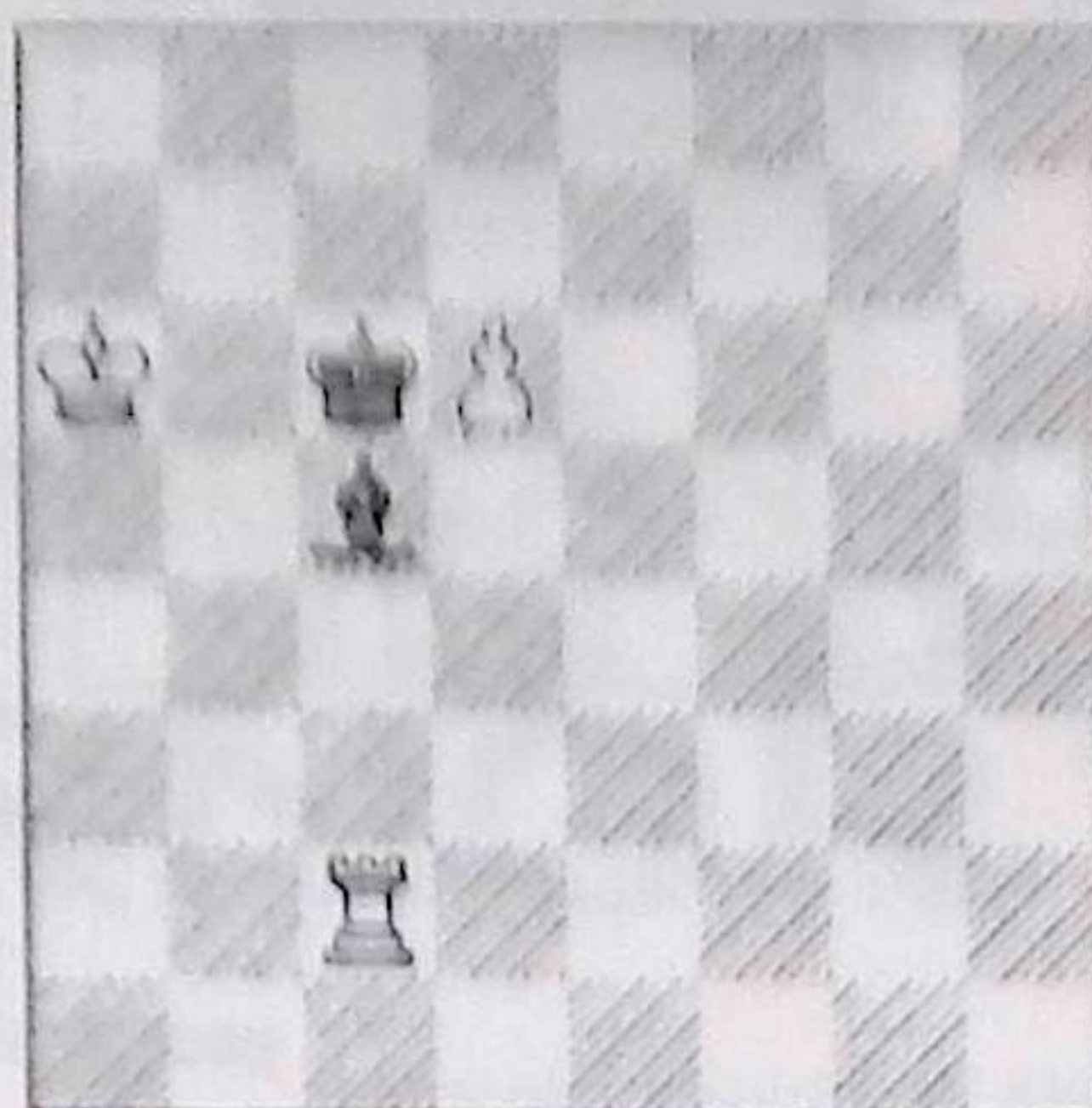


With White to move, if the king is able to step onto (or inside the square, then it will be able to stop the pawn from reaching the eighth rank. This is a much easier (and quicker) way to visualize the range of these two pieces than counting each of the moves in the upcoming race. Notice in the above diagram that if it were Black's move, White would not be able to step on or into the square because the square shrinks after every pawn move that is made.

The only exception to this principle is when the pawn sits on its home square. Since the pawn would be able to advance two squares on its next move, the "square of the pawn" would be formed as if it were on its own third rank. In the diagram above, if there were

no pawn on h6, the "square of the pawn" for h7 would still be as marked.

In the following diagram, should White play 1.Rxc5?



In this position, White should definitely play 1.Rxc5 because if Black recaptures the rook, his king will be outside the square of the remaining white pawn. The pawn will queen and White will easily win the ending.

If Black decides to capture the pawn instead, White will be able to win this basic ending (Do you know how?).

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Post Mortem

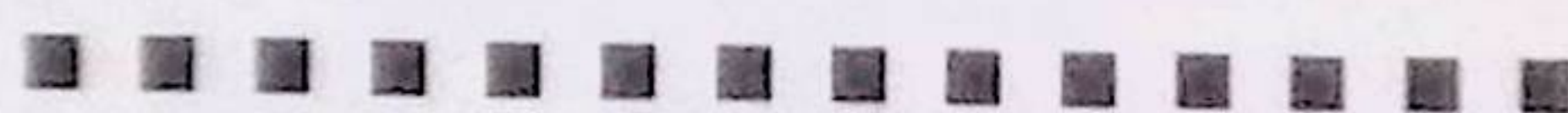
[Brian Thompson] Please feel free to send your input to me via regular mail or E-mail. In order to be published, all correspondence must include the member's name. Material will be included as space allows, and may be edited to fit the space that is available.

[Ron Schauer] Few, if any of you would remember the trouble in the late 60's and early 70's when titles, class championships, prizes and trophies were lost when the titles of the state were determined at the old North Dakota Open. Players who lost to out of state players had a good complaint when they lost a game to an out of state player that cost them a title. It was for this reason among others that I first pushed for the "Closed" and a "Closed" Scholastic. I therefore strongly urge the officers to consider all matters when thinking about this change. I oppose it. I would suggest that we start another N.D. Open somewhere?!!!!

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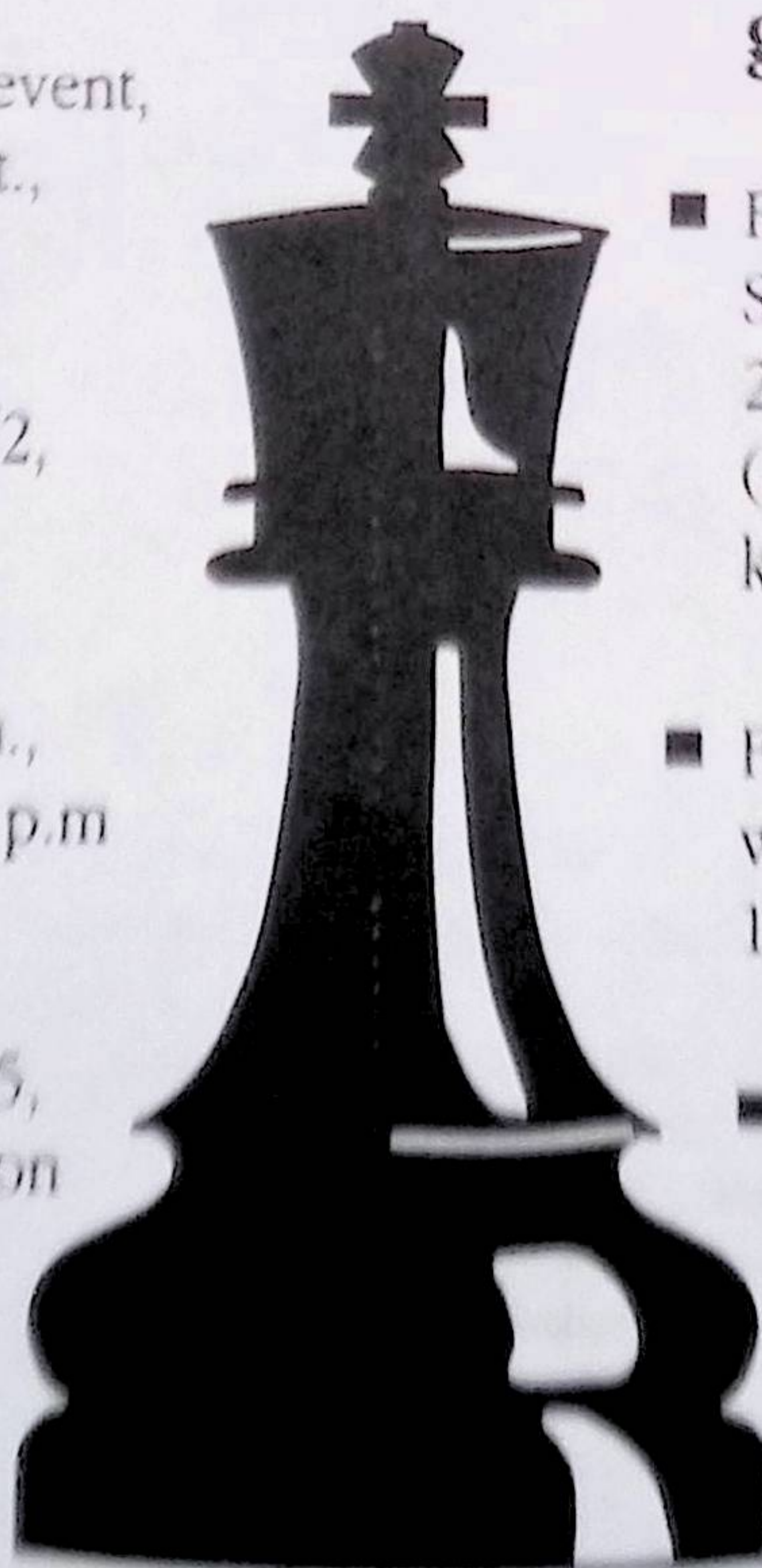
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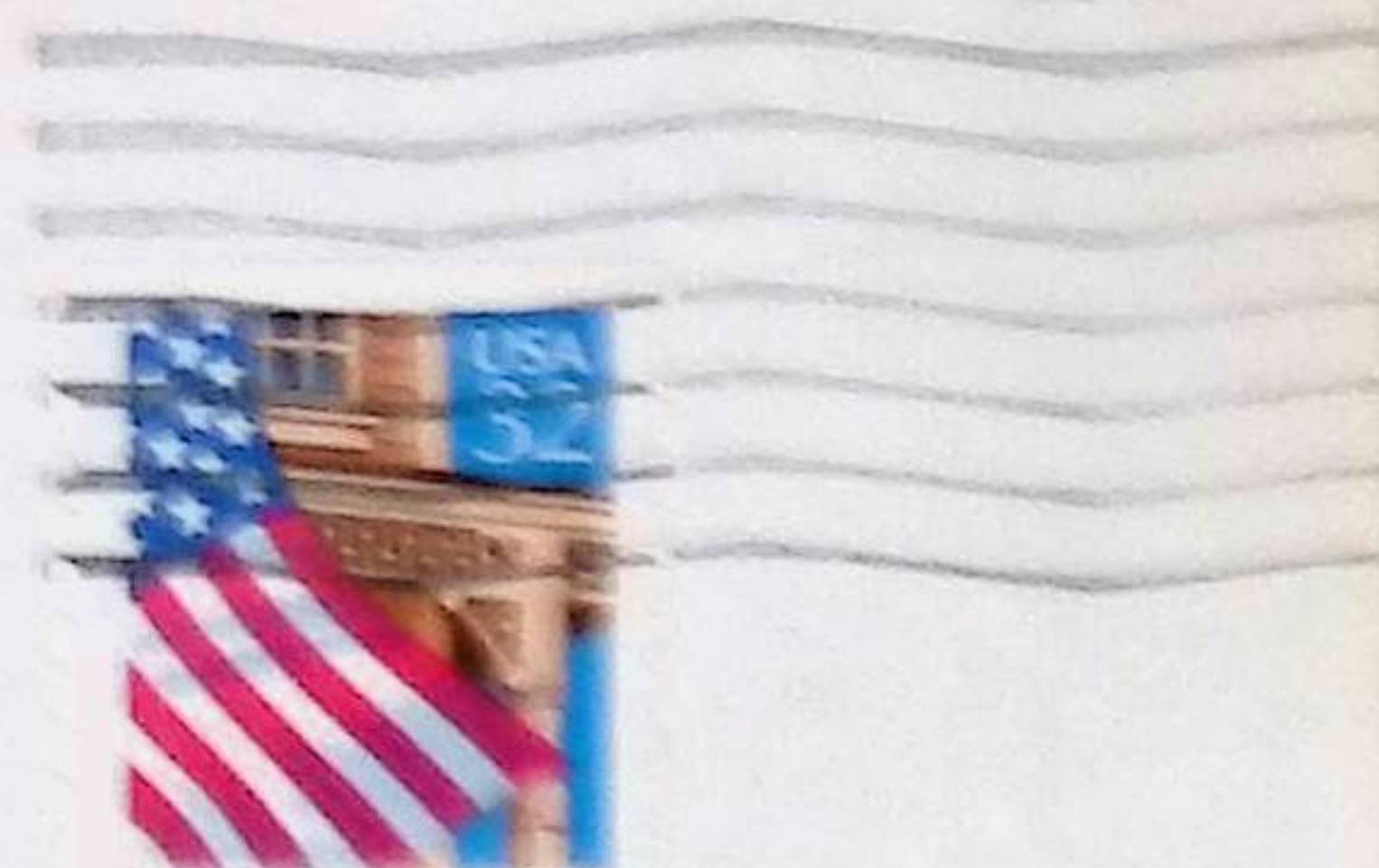
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